Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) ~~An image generation system comprising:~~

~~a memory which stores a program and data for image generating; and~~

~~at least one processor which is connected to the memory and performs processing for image generating,~~

~~the processor performing:~~

~~providing a shooter that shoots at an object;~~

The image generation system according to claim 8,

wherein processing for generating the motion of the object through a physical simulation ~~generating~~ generates a motion of the object formed by a plurality of parts, by moving an Nth part through a physical simulation based on hit information when the Nth part is hit and sequentially transmitting the hit information to the N+1th, N+2th, N+3th ..... parts so that the N+1th, the N+2th, the N+3th ..... parts are sequentially moved through a physical simulation based on the transmitted hit ~~information; and~~information.

~~generating an image including an image of the object on which the motion is generated.~~

2. (Currently Amended) The image generation system according to claim 1,

wherein the hit information is a force vector in the direction of hitting, and

~~the processor further performing:~~

~~moving~~ each of the parts is moved through a rotation moment obtained by the force vector.

3. (Currently Amended) The image generation system according to claim 2,

~~the processor further performing:~~

wherein ~~sequentially attenuating~~ the magnitude of the force vector is sequentially attenuated while the force vector is transmitted to each of the parts.

4. (Currently Amended) The image generation system according to claim 1, ~~the processor further performing:~~

wherein ~~acting~~ a rotational resistance force is acted on each of the parts depending on the angular velocity of each of the parts.

5. (Currently Amended) The image generation system according to claim 1, ~~the processor further performing:~~

~~acting~~ wherein a restoring force for returning an object back to a given posture is acted on each of the parts.

6-7. (Canceled)

8. (Currently Amended) An image generation system for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit.

9. (Currently Amended) An image generation system for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data when a given condition is satisfied.

10. (Previously Presented) The image generation system according to claim 9,

the processor further performing:

switching processing from the generation of the object's motion through the physical simulation to the play of the object's motion based on the pre-stored motion data, in at least one of cases where a given time period has elapsed after the object has been hit and where a parameter relating to the object reaches a given value.

11. (Previously Presented) The image generation system according to claim 8,

the processor further performing:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

12. (Previously Presented) The image generation system according to claim 9, the processor further performing:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

13. (Currently Amended) ~~A computer-usable program embodied in an information storage medium or a carrier wave, comprising a processing routine for realizing:~~

~~providing a shooter that shoots at an object;~~

The program according to claim 21,

wherein processing for generating the motion of the object through a physical simulation ~~generating~~ generates a motion of the object formed by a plurality of parts, by moving an Nth part through a physical simulation based on hit information when the Nth part is hit and sequentially transmitting the hit information to the N+1th, N+2th, N+3th ..... parts so that the N+1th, the N+2th, the N+3th ..... parts are sequentially moved through a physical simulation based on the transmitted hit ~~information;~~ information. ~~and~~

~~generating an image including an image of the object on which the motion is generated.~~

14. (Previously Presented) The program according to claim 13,

wherein the hit information is a force vector in the direction of hitting, and the program comprising a processing routine for realizing:

moving each of the parts through a rotation moment obtained by the force vector.

15. (Previously Presented) The program according to claim 14, the program comprising a processing routine for realizing:

sequentially attenuating the magnitude of the force vector while the force vector is transmitted to each of the parts.

16. (Previously Presented) The program according to claim 13, the program comprising a processing routine for realizing:

acting rotational resistance force on each of the parts depending on the angular velocity of each of the parts.

17. (Previously Presented) The program according to claim 13, the program comprising a processing routine for realizing:

acting a restoring force for returning an object back to a given posture on each of the parts.

18-19. (Canceled)

20. (Currently Amended) A computer-usable program for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, the program embodied in an information storage medium or a carrier wave, comprising a processing routine for realizing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit.

21. (Currently Amended) A computer-usable program for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint

within a three-dimensional object space, the program embodied in an information storage medium or a carrier wave, comprising a processing routine for realizing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data when a given condition is satisfied.

22. (Previously Presented) The program according to claim 21, the program comprising a processing routine for realizing:

switching processing from the generation of the object's motion through the physical simulation to the play of the object's motion based on the pre-stored motion data, in at least one of cases where a given time period has elapsed after the object has been hit and where a parameter relating to the object reaches a given value.

23. (Previously Presented) The program according to claim 20, the program comprising a processing routine for realizing:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

24. (Previously Presented) The program according to claim 21, the program comprising a processing routine for realizing:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

25. (Currently Amended) ~~An image generation method comprising:~~

~~providing a shooter that shoots at an object;~~

The image generation method according to claim 32,

wherein processing for generating the motion of the object through a physical simulation ~~generating~~ generates a motion of the object formed by a plurality of parts, by moving an Nth part through a physical simulation based on hit information when the Nth part is hit and sequentially transmitting the hit information to the N+1th, N+2th, N+3th ..... parts so that the N+1th, the N+2th, the N+3th ..... parts are sequentially moved through a physical simulation based on the transmitted hit information; ~~and generating~~ the processing generates an image including an image of the object on which the motion is generated.

26. (Previously Presented) The image generation method according to claim 25,

wherein the hit information is a force vector in the direction of hitting,

the method further comprising:

moving each of the parts through a rotation moment obtained by the force vector.

27. (Previously Presented) The image generation method according to claim 26, further comprising:

sequentially attenuating the magnitude of the force vector while the force vector is transmitted to each of the parts.

28. (Previously Presented) The image generation method according to claim 25, further comprising:

acting a rotational resistance force on each of the parts depending on the angular velocity of each of the parts.

29. (Previously Presented) The image generation method according to claim 25, further comprising:

acting a restoring force for returning an object back to a given posture on each of the parts.

30-31. (Canceled)

32. (Currently Amended) An image generation method for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit.

33. (Currently Amended) An image generation method for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation; and

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data when a given condition is satisfied.

34. (Previously Presented) The image generation method according to claim 33, further comprising:

switching processing from the generation of the object's motion through the physical simulation to the play of the object's motion based on the pre-stored motion data, in at least one of cases where a given time period has elapsed after the object has been hit and where a parameter relating to the object reaches a given value.

35. (Previously Presented) The image generation method according to claim 32, further comprising:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

36. (Previously Presented) The image generation method according to claim 33, further comprising:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

37. (Currently Amended) An image generation system for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

38. (Currently Amended) An image generation system for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data to when a given condition is satisfied; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

39. (Currently Amended) A computer-usable program for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint

within a three-dimensional object space, the program embodied in an information storage medium or a carrier wave, comprising a processing routine for realizing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

40. (Currently Amended) A computer-usable program for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, the program embodied in an information storage medium or a carrier wave, comprising a processing routine for realizing:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data to when a given condition is satisfied; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

41. (Currently Amended) An image generation method for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a play of the object's motion based on the pre-stored motion data to a generation of the object's motion through a physical simulation when the object is hit; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.

42. (Currently Amended) An image generation method for generating an image of a three-dimensional object formed by a plurality of parts visible from a given viewpoint within a three-dimensional object space, comprising:

playing a motion of ~~an~~ the three-dimensional object formed by a plurality of parts based on pre-stored motion data;

generating the motion of the three-dimensional object through a physical simulation;

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the pre-stored motion data to when a given condition is satisfied; and

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the pre-stored motion data.